

Print Giant Posters - Up to 6 feet

**NEW FEATURES**  
NOW ACCEPTS PRINT SHOP  
AND SYNGRAPH SCREENS!

**THE ULTIMATE  
GRAPHICS PRINTING  
PACKAGE JUST GOT  
BETTER!**

# MAGNIPRINT II<sup>+</sup>

REMARKABLY ONLY \$24<sup>95</sup>

“Magniprint II is a versatile and powerful program which will meet most, if not all your printout needs. The price is hard to beat. Its power is obvious, its features many.”  
— ANALOG MAGAZINE

The plus is in the shading — now Magniprint lets you print the highest quality reproductions of your screens available anywhere. It lets you choose the shading you want for the different colors and shades on the screen. It allows you to adjust the shades while your picture is displayed on the screen, so what you see is what you get. Magniprint prints the shades on your standard printer and paper by using specially designed dot patterns, yielding better looking output than you get on your screen.

This new feature is perfect for printing pictures from Koala Pad, Touch Tablet, Micro Illustrator, and others. It will amaze you when you print pictures from Computer Eyes or Strip Poker.

## PRINT YOUR ATARI GRAPHICS LIKE YOU'VE NEVER SEEN BEFORE!

Magniprint II is the most powerful print utility available for your computer. It is the only software that can accurately print GTIA modes with 16 shades.

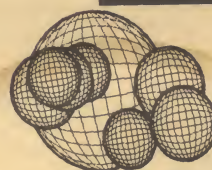
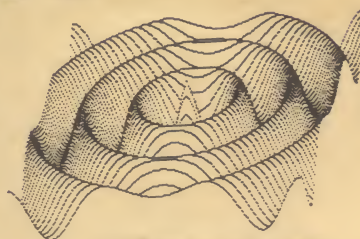
### WITH MAGNIPRINT II YOU CAN:

- Print all graphics modes
- Blow up your pictures to wall-sized posters
- Centering option lets you center the picture on the page
- Print in normal shades or in inverse (like a photographic negative)
- Shrink pictures down to 1/8th page size
- Choose up to 19 different sizes
- Use NEC, CITO, EPSON or Gemini printers with graphics (or compatible printers such as Panasonic, etc.) 850 interface or equivalent required

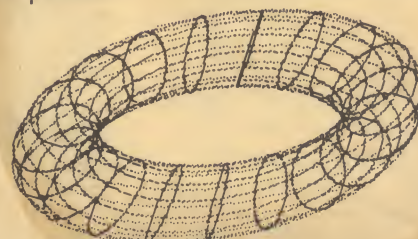
- Use your own graphics creations or those created with Graphics Master, Micropainter, SynGraph, Print Shop, Fun With Art, Super Sketch, Atari Graphics Light Pen, B/Graph, Koala Pad, Atari Touch Tablet, Paint, Strip Poker, Graphics Magician, and others
- Do amazing graphics with your standard printer and paper
- Add text to your pictures, in regular or special character sets
- Allows you to change graphics modes for special effects
- Print the whole screen or any selected portion of the screen in multiple sizes
- Print GTIA modes 9, 10, 11 with 16 different shades
- A special quick print feature lets you have a quick preview of the picture
- HELP screens for easy use
- Posters are printed along continuous sheets of paper which are attached together when done
- Touch-up mode lets you change your pictures with your joystick

### BONUS: With every Magniprint order get "PRINTALL" FREE.

FREE: With any Magniprint order — PRINTALL. Allows you to print your programs or files just as they appear on the screen. Clearly prints all graphic symbols, even INVERSE and control characters.



Actually printed with Magniprint



10 REM PRINTALL SAMPLE PRINTOUT

20 REM Print ALL characters even INVERSE and graphics

30 REM

40 REM -- Make programs more readable and easy to fix.





## BOOK and DISK SET VOLUME I

# \$24<sup>95</sup>

SAVE !!!  
BUY BOTH SETS  
VOLUME I & II  
ONLY  
\$39.99

A "MUST READ" FOR  
ANY ATARI OWNER

"Atari Software Protection Techniques, Volume I" is a comprehensive guide to the methods of copying and protecting disks, cassettes, and cartridges. This book explains the techniques used by advanced software pirates and discusses the methods used to protect software against them.

It explains what Bad and Misassigned Sectors are, how they are used, and how they are created. It includes detailed information on ROM and EPROM cartridges, explaining how they can be copied and how they can be protected.

This book contains complete instructions on protecting BASIC programs, including disabling the BREAK and SYSTEM RESET Keys, instructions for stopping SAVE's and LIST's and DOS copies. It shows you, step-by-step how to hide directories and VTOC's.

Volume I thoroughly discusses the procedures used for Hand-Breaking code, and how these methods are thwarted. It explains what a Hardware Data Key is, how it works, and how it can be made and duplicated.

"Atari Software Protection Techniques, Volume I" comes with a companion disk that enables you to use these methods easily and quickly. It contains a Directory Mover, a Bad Sector Writer, a Misassigned Sector Finder, and much more. With this disk, you don't have to waste valuable time writing and debugging programs to protect your software. Just pop in the disk and you are on your way.

Devotes an entire Chapter on legal protection methods like patents, copyrights, and trade secret protection. The book even discusses topics such as:

- Self Destructing Code
- FREWARE

-Psychological means used to help stop piracy

All in All, Volume I is sophisticated enough for software writers of any scale, but easy enough for a beginner to learn more about Atari computers.

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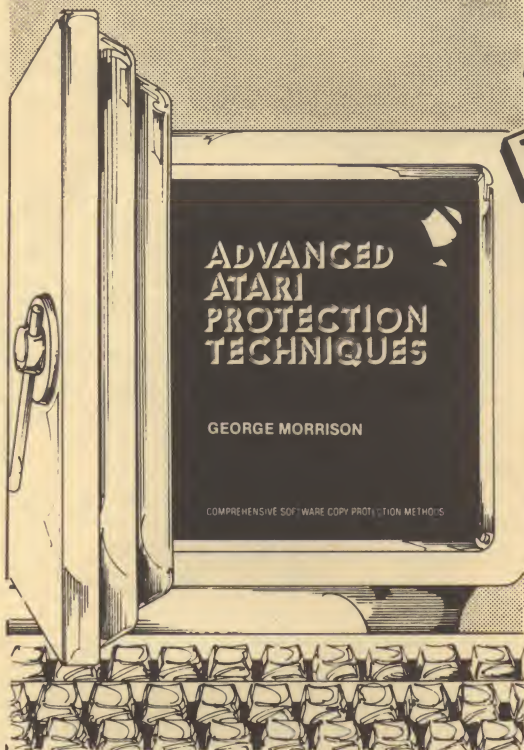
**EXPAND  
YOUR UNIVERSE**

JUST  
RELEASED!!!

# Advanced Atari Protection Techniques

BOOK and DISK SET VOLUME II

**\$24<sup>95</sup>**



THIS ALL NEW BOOK SEQUEL STARTS WHERE THE HIGHLY ACCLAIMED BOOK "Atari Software Protection Techniques" leaves off.

"Advanced Protection Techniques" brings you the latest innovation in this fast moving field. It is the most up-to-date resource available for the Atari owner. Includes reviews and explanations of products such as:

- The Happy Enhancement
- The Impossible
- The Scanalyzer
- The Chip
- The Pill + Super Pill
- and many others

Tells you specifically what they copy, what they won't, how they are used, and the details of how they work. Book II also includes such topics as:

- Transmitting protected programs
- Copying disks with more than 19 sectors/tracks
- Data encryption
- Phreaking methods
- Program worms
- Logic bombs
- Bank-select cartridges
- Random access codes
- New trends in software law
- Sample BASIC + Assembler programs
- On line security

The Disk includes:

- Automatic program protector
- Custom format detector
- Newest protection demos
- Forced password appender
- Data encrypter
- and more

Together these books offer a complete guide to state-of-the-art in software copying and protection methods. They include the very latest methods used by companies like Synapse and Electronic Arts. Their respective disks contain everything you need to protect your programs from prying eyes and greedy hands of others. Both are written with easily understood explanations and examples by George Morrison – a noted authority on software protection. They tell you everything you wanted to know about piracy and protection techniques, but were afraid to ask.



**SAVE – BUY BOTH SETS FOR  
ONLY \$39.95**



# AT LAST A UTILITY THAT DOES IT ALL!

# THE SCANALYZER

Scans and analyses All Atari programs. Works on programs stored on: DISK, CARTRIDGE, or directly from memory. Converts complex machine language into readable assembler. Transforms any Atari BASIC program into listable, modifyable BASIC. Changes a 4,8, or 16 K cartridge into a binary load file and source file that you can view and change using regular Atari assembler. Clearly shows protection techniques such as BAD SECTORS, BAD DATA MARKS, DUPLICATE SECTORS and FORCED CRC ERRORS. Even finds and displays hidden directories. No other program can do all this!

**Supports Enhanced Density (DOS 2.5)**

**Special feature for 130XE owners — A one pass sector copier — No more disk swapping!**

The SCANALYZER is an integrated software package that allows users to understand and even modify programs that normally are too protected or complex for that. The separate modules that make up SCANALYZER work together to allow you to get maximum use from your software.

The modules are:

1. BASIC LISTER - Creates a listable modifyable BASIC program from one that is protected.
2. DIRECTORY FINDER - Finds and displays hidden disk directories and allows the copying of files to a disk with a normal directory.
3. CARTRIDGE READER - Reads any 4, 8, or 16K cartridge and saves its data to disk as a binary load file.
4. DISK SCANNER - Finds and identifies all the popular forms of disk protection, including forced CRC errors and duplicate sectors. Also allows you to display and modify the contents of the disk, shows detailed directory and VTOC info, allows tracing of sector links and several other functions.
5. DATA ANALYZER - Converts the 6502 machine language into readable assembler source code that is compatible with Atari assembler editor. It can analyse binary load files (like those created by Cartridge Reader), boot sectors, arbitrary sectors or code in memory.
6. DISK BACK-UP - A fast action sector copier that gives you two ways to create standard "bad" sectors.
7. INTRO DISPLAY - For those who like fancy introduction screens but don't like to sit through it every time you use the disk.

**SCANALYZER...ON DISK...ONLY \$29<sup>95</sup>**



## DIGITIZE YOUR VOICE

All new sound digitizer and synthesizer for your Atari. Tired of low-quality mechanical sounding voice output? Now you can make any Atari speak in your own voice. Tired of four tone sound? Now any Atari can play a whole orchestra complete with a singing choir. "The Parrot" digital sound synthesizer system lets you do all this and much more.

How it works - "The Parrot" system plugs into your joystick port and lets you record pure digital sound from your stereo, TV, microphone, or any other sound source. The special Parrot software lets you play back this high quality sound on any Atari system with no special hardware needed. It even lets you put this unbelievable sound right into your own programs, that will run on anyone's Atari. It also includes digital sequencer software that lets you turn your Atari into a synthesizer comparable to those costing thousands of dollars. Turn any natural sound into a musical instrument, or design your own custom sounds. Imagine playing a song with the sounds of a dog's bark, a chinese gong, a car's honk, your own voice, or anything your imagination can think of. It turns your keyboard into an organ and lets you instantly switch between up to nine different digital sounds, each with three full octaves of notes. Recording time varies depending on available memory and quality level desired. You've got to hear it to believe it !!!!

# PARROT

All For Only

**\$39.95**



The PARROT Package includes -

Sound Sampler Hardware - This small device is used to feed the sound into the computer. It has a mini-jack to accept sounds from microphones, tape recorders, radios, TVs VCRs or CD players. It has a power level adjustment knob and plugs into joystick port #2.

Parrot Software Package

SAMPLER - Used with the Sound Sampler Hardware to record sounds into your computer. You can record sounds, play them back, adjust sound levels and speed, and save and retrieve sounds from disk.

EMULATOR - This sophisticated program processes the sounds saved with SAMPLER. This program lets you break up sounds into individual tracks, move them around, and combine them for unique special effects. It graphs the sounds, and allows you to modify them with your joystick to create your own custom sounds. The play mode turns your computer's keyboard into an electronic synthesizer. The bottom row of keys lets you select the sound you want - horns, telephones, etc. - and the top three rows give you three full octaves of notes for each sound.

PARROT MENU - This autoloading program displays the names of any sound and song files on the disk and let you play them with just one keystroke.

PARROT BASIC SUBROUTINE - This easy to use subroutine can be added to your BASIC program to play the sounds you've saved or created with PARROT. It's carefully designed so that it won't interfere with your main BASIC programs operation. This subroutine can be used in programs for yourself or for sale, and no license fees are required.

DEMOS & SAMPLES - The PARROT package contains an assortment of sample songs, sounds and special effects to help you get started. The BASIC game is a simple guess the number game, which demonstrates how easy it is to incorporate real speech into your programs with PARROT. The sample sounds you can hear include bass, snare, and congo drums, cowbells, handclaps, clicks, dogbarks, organ synthesizer, horn and guitar notes, telephones, bells, and even starting cars! Flip the PARROT disk over and listen to a digitized recording of a portion of Michael Jackson's "Thriller". Let PARROT bring the world of sound into your Atari. These demos are just the beginning, there's no end to what it can do.



### TO ORDER:

Call 216-374-7469 to charge to MasterCard or  
VISA, or MAIL TO: Alpha Systems  
4435 Maplepark Rd.  
Stow, OH 44224

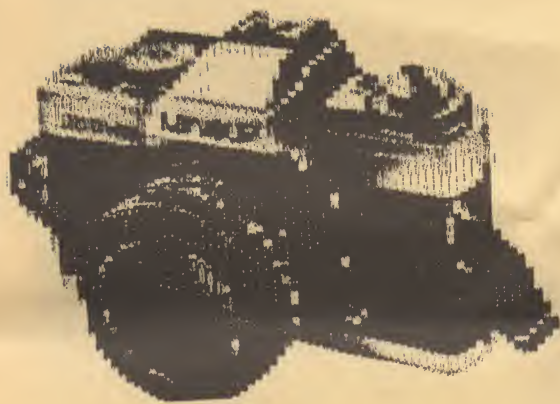
Send check or money order. Include \$2.00  
shp. & hdlg. ch.  
Ohio residents add 5½% sales tax.



## MASTERCRUNCH

Shrink down your programs to save disk space and memory. Will compress a BASIC program by 15% to 40%, so it loads faster, runs faster, takes up less memory and uses less disk space. Best of all, it is fully automatic, fast, and works on BASIC programs and binary load files (machine language programming). **ONLY \$24.95**





# Digitize your picture with the perfect hardware/software combination: **COMPUTER EYES** and **MAGNIPRINT II+** **COMPUTER EYES, capture software and** **MAGNIPRINT II+ ..... Only \$114.95**

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## COMPUTEREYES VIDEO ACQUISITION SYSTEM

COMPUTEREYES lets you take any form of video input and save it as a high-resolution graphics screen. You can use a video camera, VCR, TV output, video disk, other computers, etc. Now you can capture your picture, your freinds or any video image and show it on your Atari computer. COMPUTEREYES is an inovative slow scan device that connects between any standard video source and your Atari computer (see the review in Antic magazine).

- Do a complete Hi-Res scan in under 6 seconds
  - Unique multi-scan mode provides realistic grey scale images in 24 seconds, and up for more detail scans.
  - Plugs into your Atari joystick ports and uses a standard video phono plug.
  - Machine language image capture routines.
  - Menu-Driven programs.
  - Image save/retrieve from disk routines.
- Tutorial for first-time users.

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Now anyone can create spectacular graphic effects! When COMPUTEREYES is combined with MAGNIPRINT II+, you get unique capabilities no other system can offer.

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- Print pictures with full shading for a level of realism even better than your TV screen.
- Take your COMPUTEREYES images and modify them wih your Koala Pad, Atari Touch Tablet, Micro-Illustrator program, or MAGNIPRINT II+'s special touch-up feature.
- Add custom character text to your images.
- Works with Epson, Star, Gemini, Panasonic, NEC, Cihoh, or other compatable dot-matrix printers (850 interface or equivalent required).
- Supports all MAGNIPRINT II+ features.

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A complete ready to run system for those without access to video equipment. This system includes Computer Eyes, Magniprint II+, a high quality B/W video camera, and a 10 ft coaxial cable with appropriate connectors. Only **\$299.95**

**COMPUTER EYES' alone (with capture and display software only) \$99.95**

### COMPUTER EYES GRAPHICS 9 SOFTWARE

This special software uses graphics 9 mode to capture your images in 16 shades of grey. It's completely compatible with Magniprint II+ (not included with other packages on this page) ... \$12.00







# IMPERSONATOR

## CARTRIDGE BACK UP SYSTEM

YES...Now you can create normally running back-up copies of all your 4K, 8K, or 16K cartridges for Atari Computers. Alpha Systems' Special "Impersonator" Package, will let you save your cartridges to ordinary disk files. They will run exactly like the originals when used with the "Impersonator".

Each disk holds up to 12 cartridge programs. Now you can put all of your real cartridges away for safe keeping and use the "Impersonator" for everything!

The "Impersonator" is easy enough for a beginner to use. YES, IT REALLY WORKS! The "Impersonator" does everything the high-priced cartridge back-up systems do...and MORE!!!

### HOW IT WORKS

Special software that comes with the "Impersonator" allows you to save the data from a cartridge to an ordinary disk file quickly and easily. When used with the "Impersonator", this file runs exactly like the original cartridge.

The "Impersonator" Package comes with a Special Hardware Device that plugs into your computer's cartridge slot. It tricks your computer into thinking that a real cartridge is installed, allowing your disk file to work just like the original cartridge.


NOTE: This product is intended for use as a back-up tool for your own cartridges. Alpha Systems does not condone copying borrowed or rented cartridges.



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ACTUAL PHOTO OF SCHEMATIC DESIGNER



# Letterman

LETTERMAN is a delightful variation of the time-tested traditional pencil and paper game, HANGMAN.

LETTERMAN replaces Hangman's dismal outcome with lively animation, colorful graphics, and amusing sound effects. The only object in danger is the apple on LETTERMAN's head!

You have six turns to guess the letters in the secret word, one letter at a time. Each guess is rewarded with a lively tune. Guess correctly and LETTERMAN dances for joy. Each incorrect guess sends the arrow closer to LETTERMAN's apple.

Either LETTERMAN or another player can choose the secret word. When you have exhausted the LETTERMAN list of 400 words, you can enter your own list of words. You can set a time limit on each players guess, and request hints if you get stuck. LETTERMAN has multiple skill levels, so everyone will enjoy playing. LETTERMAN will keep track of up to nine players turns and scores.

LETTERMAN is a fun lettering game for children eight and up.



GAME ON DISK.....ONLY **\$24.95**

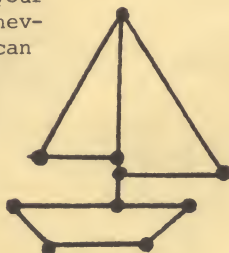
# D.O.T.S

NEW DIMENSIONS IN DRAWING

DOTS is an educational game based on the traditional dot-to-dot books children love. Unlike paper dot-to-dot books, DOTS' pictures are never used up. Because the TV screen is your page, the pictures can be used over and over again. Also, the pictures can be displayed with either letters or numbers, labeling each dot.

If needed, the Atari computer will help find the next dot to connect a picture. In fact, you can have your Atari connect all the dots in a picture for you, and watch as it takes shape! Each picture has a name, but your Atari won't tell what it is until all the dots have been successfully connected.

Perhaps the most appealing feature of DOTS is the ability to create your own dot-to-dot pictures. DOTS never becomes "old", because you can draw and save new pictures any time. Only your imagination limits the types of line drawing masterpieces you can create!



DOTS ON DISK....ONLY **\$19.95**

# KEYBOARD CUSTOMIZER

800 OWNERS ONLY -CUSTOMIZE YOUR ATARI

Transform your Atari into one of the most powerful data entry and programming tools available. this auto-loading machine language program lets you associate an entire character string (including RETURN) with any key. Just press that key, and the entire character string is generated.

For example, you can make CONTROL-L instantly write a command, such as LOAD "D-GAME", and have it execute just by typing that key!

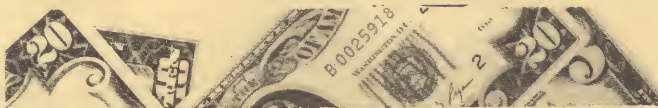
KEYBOARD CUSTOMIZER lets you define commands that will run automatically when you turn your Atari on. You can have your computer go to DOS, do a binary load, return to BASIC, and run a program--without touching a single key!

KEYBOARD CUSTOMIZER permits you to use the cursor arrows without depressing the control key, and move the cursor at twice its normal speed during editing. It has a Single Key function good for handicapped individuals.

KEYBOARD CUSTOMIZER works perfectly with BASIC, ASSEMBLER, LOGO, PILOT or all by itself. It stays in the computer even after hitting SYSTEM RESET, and uses NONE of the page 6 memory locations.

(Requires translator for XL's or XE's)

KEYBOARD CUSTOMIZER ONLY.. **\$16.95**



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MAKE A FORTUNE IN THE STOCK MARKET  
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The only way to "beat the market" is to know where it is going. Now, you can use your Atari computer to determine what the stock market is going to do!

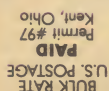
BULLS-N-BEARS is a program designed to help you predict the direction of the Dow Jones Industrial Averages three to six weeks in the future.

BULLS-N-BEARS provides the investor with a forecast based on many traditional and time-tested market barometers, which are combined into one unique forecasting model. Statistics are entered from Baron's Magazine, or similar financial publications, and are transformed into 12 predictor variables. The predictor variables are weighed, and their results combined to produce the market forecast.

With BULLS-N-BEARS and your Atari computer, you'll know if it's a good time to buy or sell. Now you can make your move before the market does!

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